GDM670 : Game Usability and Testing

The Game Usability and Testing course is a blend of academic and applied science, targeting core design principles through scholarly research methods and applied usability techniques. Students will advance their research skills to understand the core principles of applied design and usability. Adhering to a human-centered design approach, students will test commercial products and video games, exploring complex game mechanic constructs such as reward systems, timing, skills, rules, immersion, mental models, and knowledge structures.
Credits 3.5